VIGILANTE NINJA 2

INSTRUCTION MANUAL

TITLE SCREEN

Press ‘SELECT’ to choose options, or press ‘START’ to begin the game.

OPTIONS SCREEN

Choose from 4 levels of difficulty. Skip levels. Sample the music.

Controls:

↔ - Run

⬇ - Duck

Select - Switch Weapons

Start - Pause

B – Attack

A – Jump

⬆ + B – Throw Weapon

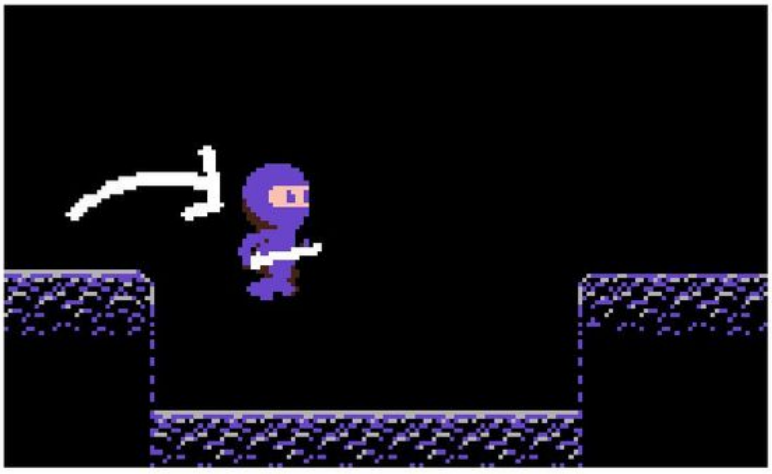
⬇ + B – Slide / Kick

Jumping is an attack.

Landing is not.

Ducking can avoid some attacks.

Sliding is an attack. And, you are temporarily invulnerable during a slide.



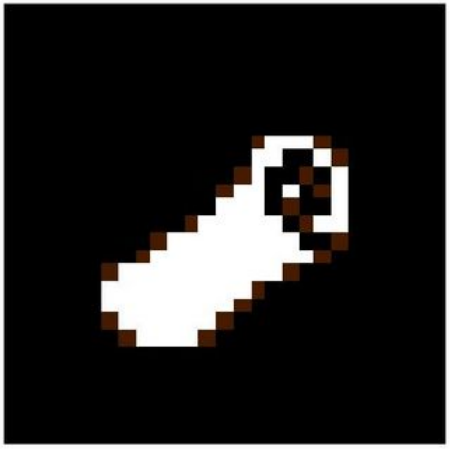
Make sure to run before a big jump.

Collect 100 coins for an extra life.

Small coin = 1

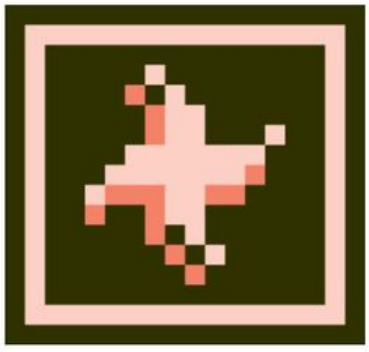
Big coin = 5

Heart = Restores 1 health.

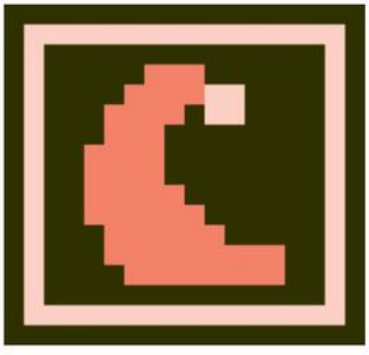


Collect scrolls to unlock a new throwing weapon.

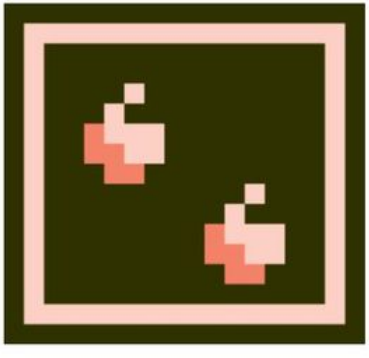
Throwing Weapons



Shuriken



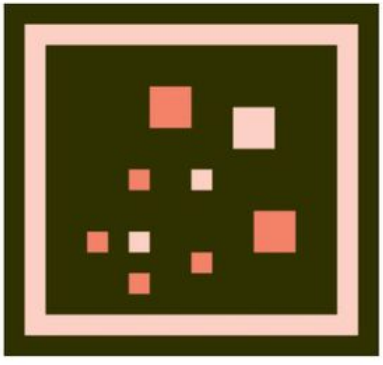
Water Wave



Fire Blade

Arrows

Boomerang



Triple Shot

Your ‘Power Bar’ will drain as you throw weapons. It will slowly refill over time. Or, you can find another scroll to refill it.

Defeat the evil wizard.

And retrieve your father's magic sword.
We are counting on you!

Credits:

Doug Fraker – Design and Programming.

Estlib – Music.

Nicolas Betoux – Title screen graphic design.

Darryl Revok – Additional Art.

2017 Doug Fraker

Notes:

-You can run across a small gap

-The game will only play on an NTSC NES. It may play on an NTSC clone system, but there are no guarantees.